

## AMENDMENT TO THE SPECIFICATION

Please amend the paragraph starting on page 28, line 18 and continuing on page 29 with the following markup version.

5

### *B. Programming Language and Data Structure*

In an embodiment, the programming for the synchronized replay of the RECALL™ session is done in Java 1.3. Important Java classes and data structures are listed below.

1. *Replay Applet*: The main program controlling the replay session through a hypertext  
10 markup language (HTML) file. ~~{Will other markup language, e.g., XML, be possible?}~~
2. *Storage Table*: The table storing all the sketch objects for a single RECALL™ page.
3. *TextIndex*: The array storing all the recognized phrases in the session.
4. *ReplayFrame*: The frame on which sketches are displayed.
5. *TextReplayFrame* : The frame on which recognized phrases are displayed.
- 15 6. *ReplayControl*: The thread coordinating audio and sketch.
7. *TextReplayControl*: The thread coordinating text display with audio and sketch.
8. *RecallObject*: The data structure incorporating information about a single sketch object.
9. *Phrase*: The data structure incorporating information about a single recognized phrase.

20